



Australian Government

CUADIG412 Design user interfaces

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 5.0.

Application

This unit describes the skills and knowledge required to design user interfaces for animation, gaming and visual effects products. This involves interpreting design briefs, developing sketches and testing interface prototypes.

The unit applies to those who apply visual communication skills and work collaboratively in a team environment to develop final specifications for user interface designs.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Visual communication – Digital content and imaging

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Identify project requirements	1.1 Interpret design brief in consultation with required personnel 1.2 Confirm technical parameters of animation, gaming or visual effects products 1.3 Identify target audience and user characteristics 1.4 Assess information architecture specifications
2. Produce sketches and design specifications	2.1 Develop preliminary sketches based on content architecture and audience characteristics 2.2 Develop screen layout sketches according to project requirements 2.3 Develop final interface sketches and demonstrate alignment of ideas generated to design brief 2.4 Review and modify interface sketches in consultation with required personnel

ELEMENT	PERFORMANCE CRITERIA
	2.5 Write user interface design specifications and instructions for development teams 2.6 Adopt safe ergonomic practices when using screen and keyboards for extended periods of time
3. Test and finalise user interface designs	3.1 Develop prototype of user interface according to project requirements 3.2 Plan and implement testing of interface design with sample users 3.3 Evaluate results of testing with required personnel and adjust content architecture in design specifications if required 3.4 Obtain final agreement on finished designs from required personnel

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Oral communication	• Confirms and clarifies design, technical and user information using careful listening, direct language and questioning techniques
Reading	• Interprets and analyses technical and descriptive information in project documents
Writing	• Prepares detailed project documents using specific technical, diagrammatic and visual textual language applicable to audience and environment • Records test outcomes using industry standard textual language
Initiative and enterprise	• Interprets and translates project criteria into different creative possibilities • Makes decisions about design architecture and navigation specifications by evaluating and analysing information • Follows work health and safety requirements
Planning and organising	• Plans, organises and implements tasks required to finalise design ideas
Teamwork	• Uses appropriate communication practices and protocols to present and discuss design concepts with required personnel • Obtains agreement on design concepts from required personnel

Unit Mapping Information

Supersedes and is equivalent to CUADIG402 Design user interfaces.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>

Assessment Requirements for CUADIG412 Design user interfaces

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Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- design at least two user interfaces for animation, gaming, and/or visual effects products.

In the course of the above, the candidate must:

- develop sketches including:
 - visual design principles
 - target audience characteristics
 - content architecture specifications
 - main spatial zones and functional areas
- produce specifications that:
 - respond to the design brief
 - meet technical, creative and formatting parameters
 - include instructions for development teams
- exhibit safe ergonomic practices when using screens and keyboards.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- visual design principles
- user characteristics considered in design and development of interfaces
- spatial and functional areas of screen layout
- steps in testing prototype design
- common information architecture and design specifications
- typical formats and techniques for documenting user interface designs
- strategies to work collaboratively in a team environment
- basic work health and safety requirements when working on computers and keyboards including safe ergonomic practices

- common delivery platforms of interactive media products
- technical, creative and formatting parameters of interactive media platforms including:
 - main spatial zones
 - functional areas.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- briefs on which to base user interface designs
- industry-standard equipment and facilities for user interface design
- interactions with others required to demonstrate the performance evidence
- sample users for testing interface design.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

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